| *Notice of Allowability* | Application No. | Applicant(s) |
|---|---|---|
| | 09/927,313 | ROWE, RICHARD E. |
| | Examiner | Art Unit | |
| | Tamara Teslovich | 2137 | |

**-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--**

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *Applicant's RCE filed February 17, 2006*.

2. ☒ The allowed claim(s) is/are *42-92*.

3. ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

    a) ☐ All   b) ☐ Some*   c) ☐ None  of the:

        1. ☐ Certified copies of the priority documents have been received.

        2. ☐ Certified copies of the priority documents have been received in Application No. _____ .

        3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

    * Certified copies not received: _____ .

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
**THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.**

4. ☐ A SUBSTITUTE OATH OR DECLARATION must be submitted. Note the attached EXAMINER'S AMENDMENT or NOTICE OF INFORMAL PATENT APPLICATION (PTO-152) which gives reason(s) why the oath or declaration is deficient.

5. ☐ CORRECTED DRAWINGS ( as "replacement sheets") must be submitted.

    (a) ☐ including changes required by the Notice of Draftsperson's Patent Drawing Review ( PTO-948) attached

        1) ☐ hereto or 2) ☐ to Paper No./Mail Date _____.

    (b) ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of
        Paper No./Mail Date _____.

**Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).**

6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

**Attachment(s)**

1. ☐ Notice of References Cited (PTO-892)

2. ☐ Notice of Draftperson's Patent Drawing Review (PTO-948)

3. ☐ Information Disclosure Statements (PTO-1449 or PTO/SB/08),
   Paper No./Mail Date _____

4. ☐ Examiner's Comment Regarding Requirement for Deposit
   of Biological Material

5. ☐ Notice of Informal Patent Application (PTO-152)

6. ☐ Interview Summary (PTO-413),
   Paper No./Mail Date _____ .

7. ☒ Examiner's Amendment/Comment

8. ☒ Examiner's Statement of Reasons for Allowance

9. ☐ Other _____.

## DETAILED ACTION

Claims 1-41 have been cancelled.

Claims 42-92 are newly added and herein considered.

### *Continued Examination Under 37 CFR 1.114*

A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on February 17, 2006 has been entered.

### *Response to Arguments*

Applicant's arguments and amendments filed February 17, 2006 have been fully considered and treated as follows:

Claims 42-92 are allowed.

Applicant's newly added claims 42-92 comprise allowable subject matter, finding clear support in the specification and containing no new matter.

### *Examiner's Amendment*

An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Joyce L. Ferreira on April 13, 2006.

The application has been amended as follows:

Please replace claims 42-92 in accordance with Examiner's "Amendment to Claims" included as pages 2-16 of this office action.

## AMENDMENT TO CLAIMS

42.    A computer implemented method for authenticating a first gaming application, the first gaming application being adapted for deployment at a first gaming machine, the method comprising:

identifying a first plurality of gaming objects associated with the first gaming application;

generating, using a first portion of the first plurality of gaming objects, a first gaming application signature, the first gaming application signature uniquely representing the first gaming application;

accessing a first certified gaming signature associated with the first gaming application;

authenticating the first gaming application by comparing the first gaming application signature and the first certified gaming signature; and

analyzing, in response to a determination that the first gaming application is not authentic, the first gaming application signature to identify at least one invalid gaming object.

43.    The method of claim 42 further comprising:

generating an object signature for each of the first portion of gaming objects;

combining the object signatures to generate the first gaming application signature; and

analyzing individual object signatures associated with the first portion of gaming

objects to identify at least one invalid gaming object.

44.    The method of claim 42 wherein the certified gaming signature includes a

plurality of certified gaming objects, the method further comprising:

generating an object signature for each of the first portion of gaming objects; and

comparing a first certified gaming object to a corresponding object signature of

the first portion of gaming objects in order to identify at least one invalid gaming object.

45.    The method of claim 42 further comprising:

detecting a noncompliance condition relating to the authentication of the first

gaming application; and

analyzing, in response to detection of the noncompliance condition, the first

gaming application signature to identify at least one invalid gaming object associated

with the noncompliance condition.

46.    The method of claim 42:

wherein the first gaming application is deployed at the first gaming machine; and

wherein the first portion of gaming objects are deployed at the first gaming

machine.

47.    The method of claim 42 further comprising wherein the first portion of gaming objects correspond to gaming objects deployed at the first gaming machine.

48.    The method of claim 42 wherein the first plurality of gaming objects are stored in at least one network node of a network, and wherein the first portion of the first plurality of gaming objects are retrieved from the at least one network node via the network.

49.    The method of claim 48 wherein the network comprises a local area network and the first plurality of gaming objects are stored in at least one of a gaming machine and a gaming application server on the local area network.

50.    The method of claim 49 wherein the first plurality of gaming objects are stored on the gaming application server.

51.    The method of claim 49 wherein the first plurality of gaming objects are stored on both of the gaming application server and the gaming machine.

52.    The method of claim 48 wherein the network comprises a wide area network and the gaming applications objects are stored in at least one of a gaming machine and a gaming application server on the wide area network.

53.    The method of claim 52 wherein the first plurality of gaming objects are stored on the gaming application server.

54.    The method of claim 52 wherein the first plurality of gaming objects are stored on both of the gaming application server and the gaming machine.

55.    The method of claim 52 wherein the wide area network comprises the Internet.

56.    The method of claim 43 wherein the generating of the object signatures comprises at least one of: generating a checksum from a corresponding one of the first plurality of gaming objects, applying a hashing function to a portion of a corresponding one of the first plurality of gaming objects, generating an audio file signature, generating a video file signature, and extracting a digital water mark.

57.    The method of claim 43 wherein the combining of the object signatures comprises at least one of: combining the object signatures using at least one logic function, applying a hashing function to the object signatures, generating a checksum from the object signatures.

58.    The method of claim 42 wherein the first gaming application signature comprises an original signature, the method further comprising:

storing the original signature for authentication of subsequently generated

signatures corresponding to deployed gaming applications.


59.    The method of claim 42 wherein the first gaming application signature

corresponds to a deployed gaming application, the method further comprising:

comparing the first gaming application signature to a previously stored original

signature to authenticate the first gaming application.


60.    The method of claim 59 further comprising:

comparing at least one of the object signatures to a corresponding object

signature associated with the previously stored original signature where the first gaming

application is determined to be not authentic.


61.    The method of claim 42 wherein the first plurality of gaming objects

includes one or more objects selected from a group including: a core gaming object, an

audio object, a video object, a graphics object, a pay table object, and a non-core

gaming object.


62.    The method of claim 42 wherein the first portion of gaming objects

comprises all of the first plurality of gaming objects.

63.    The method of claim 42 wherein the first portion of gaming objects comprises less than all of the first plurality of gaming objects.

64.    The method of claim 42:

wherein the first plurality of gaming objects are stored in at least one of a gaming application server and a gaming machine in a network; and

wherein the first portion of the first plurality of gaming objects are retrieved via one of the gaming machine and the first gaming application server.

65.    A system for authenticating a first gaming application, the first gaming application being adapted for deployment at a first gaming machine, the system comprising:

at least one processor;

at least one interface configured or designed to provide a communication link to at least one other network device in the data network; and

memory;

the system being configured or designed to:

identify a first plurality of gaming objects associated with the first gaming application;

generate, using a first portion of the first plurality of gaming objects, a first gaming application signature, the first gaming application signature uniquely representing the first gaming application;

access a first certified gaming signature associated with the first gaming application;

authenticate the first gaming application by comparing the first gaming application signature and the first certified gaming signature; and

analyze, in response to a determination that the first gaming application is not authentic, the first gaming application signature to identify at least one invalid gaming object.

66.    The system of claim 65 being further configured or designed to:

generate an object signature for each of the first portion of gaming objects;

combine the object signatures to generate the first gaming application signature; and

analyze individual object signatures associated with the first portion of gaming objects to identify at least one invalid gaming object.

67.    The system of claim 65 wherein the certified gaming signature includes a plurality of certified gaming objects, the system being further configured or designed to:

generate an object signature for each of the first portion of gaming objects; and

compare a first certified gaming object to a corresponding object signature of the first portion of gaming objects in order to identify at least one invalid gaming object.

68.    The system of claim 65 being further configured or designed to:

detect a noncompliance condition relating to the authentication of the first gaming

application; and

analyze, in response to detection of the noncompliance condition, the first

gaming application signature to identify at least one invalid gaming object associated

with the noncompliance condition.


69.    The system of claim 65:

wherein the first gaming application is deployed at the first gaming machine; and

wherein the first portion of gaming objects are deployed at the first gaming

machine.


70.    The system of claim 65 being further configured or designed to wherein

the first portion of gaming objects correspond to gaming objects deployed at the first

gaming machine.


71.    The system of claim 65 wherein the first plurality of gaming objects are

stored in at least one network node of a network, and wherein the first portion of the first

plurality of gaming objects are retrieved from the at least one network node via the

network.

72.    The system of claim 65 wherein the network comprises a local area network and the first plurality of gaming objects are stored in at least one of a gaming machine and a gaming application server on the local area network.

73.    The system of claim 65 wherein the first plurality of gaming objects includes one or more objects selected from a group including: a core gaming object, an audio object, a video object, a graphics object, a pay table object, and a non-core gaming object.

74.    A computer implemented computer program product for authenticating a first gaming application, the first gaming application being adapted for deployment at a first gaming machine, the computer program product comprising:

a computer usable medium having computer readable code embodied therein, the computer readable code comprising:

computer code for identifying a first plurality of gaming objects associated with the first gaming application;

computer code for generating, using a first portion of the first plurality of gaming objects, a first gaming application signature, the first gaming application signature uniquely representing the first gaming application;

computer code for accessing a first certified gaming signature associated with the first gaming application;

computer code for authenticating the first gaming application by comparing the first gaming application signature and the first certified gaming signature; and

computer code for analyzing, in response to a determination that the first gaming application is not authentic, the first gaming application signature to identify at least one invalid gaming object.

75.     The computer program product of claim 74 further comprising:

computer code for generating an object signature for each of the first portion of gaming objects;

computer code for combining the object signatures to generate the first gaming application signature; and

computer code for analyzing individual object signatures associated with the first portion of gaming objects to identify at least one invalid gaming object.

76.     The computer program product of claim 74 wherein the certified gaming signature includes a plurality of certified gaming objects, the computer program product further comprising:

computer code for generating an object signature for each of the first portion of gaming objects; and

computer code for comparing a first certified gaming object to a corresponding object signature of the first portion of gaming objects in order to identify at least one invalid gaming object.

77.    The computer program product of claim 74 further comprising:

computer code for detecting a noncompliance condition relating to the authentication of the first gaming application; and

computer code for analyzing, in response to detection of the noncompliance condition, the first gaming application signature to identify at least one invalid gaming object associated with the noncompliance condition.

78.    The computer program product of claim 74:

wherein the first gaming application is deployed at the first gaming machine; and

wherein the first portion of gaming objects are deployed at the first gaming machine.

79.    The computer program product of claim 74 further comprising wherein the first portion of gaming objects correspond to gaming objects deployed at the first gaming machine.

80.    The computer program product of claim 74 wherein the first plurality of gaming objects are stored in at least one network node of a network, and wherein the first portion of the first plurality of gaming objects are retrieved from the at least one network node via the network.

81.     The computer program product of claim 80 wherein the network comprises

a local area network and the first plurality of gaming objects are stored in at least one of

a gaming machine and a gaming application server on the local area network.

82.     The computer program product of claim 74 wherein the first plurality of

gaming objects includes one or more objects selected from a group including: a core

gaming object, an audio object, a video object, a graphics object, a pay table object,

and a non-core gaming object.

83.     A portable device for authenticating deployed gaming applications which

comprises the computer readable medium of claim 74.

84.     A computer implemented system for authenticating a first gaming

application, the first gaming application being adapted for deployment at a first gaming

machine, the system comprising:

a computer usable medium having computer readable code embodied therein,

the computer readable code comprising:

means for identifying a first plurality of gaming objects associated with the first

gaming application;

means for generating, using a first portion of the first plurality of gaming objects,

a first gaming application signature, the first gaming application signature uniquely

representing the first gaming application;

means for accessing a first certified gaming signature associated with the first

gaming application;

means for authenticating the first gaming application by comparing the first

gaming application signature and the first certified gaming signature; and

means for analyzing, in response to a determination that the first gaming

application is not authentic, the first gaming application signature to identify at least one

invalid gaming object.


85.    The system of claim 84 further comprising:

means for generating an object signature for each of the first portion of gaming

objects;

means for combining the object signatures to generate the first gaming

application signature; and

means for analyzing individual object signatures associated with the first portion

of gaming objects to identify at least one invalid gaming object.


86.    The system of claim 84 wherein the certified gaming signature includes a

plurality of certified gaming objects, the system further comprising:

means for generating an object signature for each of the first portion of gaming

objects; and

means for comparing a first certified gaming object to a corresponding object signature of the first portion of gaming objects in order to identify at least one invalid gaming object.

87.    The system of claim 84 further comprising:

means for detecting a noncompliance condition relating to the authentication of the first gaming application; and

means for analyzing, in response to detection of the noncompliance condition, the first gaming application signature to identify at least one invalid gaming object associated with the noncompliance condition.

88.    The system of claim 84:

wherein the first gaming application is deployed at the first gaming machine; and

wherein the first portion of gaming objects are deployed at the first gaming machine.

89.    The system of claim 84 further comprising wherein the first portion of gaming objects correspond to gaming objects deployed at the first gaming machine.

90.    The system of claim 84 wherein the first plurality of gaming objects are stored in at least one network node of a network, and wherein the first portion of the first

plurality of gaming objects are retrieved from the at least one network node via the network.


91.    The system of claim 90 wherein the network comprises a local area network and the first plurality of gaming objects are stored in at least one of a gaming machine and a gaming application server on the local area network.


92.    The system of claim 84 wherein the first plurality of gaming objects includes one or more objects selected from a group including: a core gaming object, an audio object, a video object, a graphics object, a pay table object, and a non-core gaming object.

## *Allowable Subject Matter*

Claims 42-92 are allowed.

The following is an examiner's statement of reasons for allowance:

The present invention is directed to a system and method for generating a gaming application signature, which uniquely represents a gaming application having a plurality of gaming application objects associated therewith. Each independent claim identifies the uniquely distinct features of in response to a determination that the first gaming application is not authentic, identifying at least one invalid gaming object using the first gaming application signature. The closest prior art, Alcorn et al. (US Patent 6,106,396), discloses a computer implemented method for generating a gaming application signature which uniquely represents a gaming application having a plurality of gaming application objects associated therewith, the method comprising retrieving a subset of the plurality of gaming application objects, generating an object signature for each of the retrieved gaming application objects, and combining the object signatures to generate the gaming application signature. Nowhere does Alcorn teach identifying at least one invalid gaming object teach after determining that the gaming application is not authentic. The prior art, either singularly or in combination fails to anticipate or render obvious the present invention and its limitations.

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably

accompany the issue fee. Such submissions should be clearly labeled "Comments on
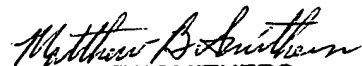
Statement of Reasons for Allowance."

### *Conclusion*

Any inquiry concerning this communication or earlier communications from the

examiner should be directed to Tamara Teslovich whose telephone number is (571)

272-4241. The examiner can normally be reached on Mon-Fri 8-4:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, Emmanuel Moise can be reached on (571) 272-3865. The fax phone

number for the organization where this application or proceeding is assigned is 571-

273-8300.

Information regarding the status of an application may be obtained from the

Patent Application Information Retrieval (PAIR) system. Status information for

published applications may be obtained from either Private PAIR or Public PAIR.

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TNELM

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